AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing Of Claims:

Please amend the claims as follows:

1. (Currently Amended) ~~An animation infrastructure~~ A computer-readable medium which stores a set of instructions which when executed performs a method for supporting timed modification of element property values, the method ~~animation infrastructure~~ comprising:

an animation object class, from which an animation object is initiated, providing a time-varying value definition and including an interface supporting designating:

animation behavior properties, the animation behavior properties comprising a base property value, a to property specifying an ending animation value, a from property specifying a starting animation value, and a by property specifying a difference between the ending animation value and the starting animation value wherein, to initiate the animation object, the animation object class use a process that receives the base property value and returns a value based on the process's internal modifier definition computation of a progress value;

timing properties, the timing properties comprising a current time property configured to provide a current local time to a timeline for the animation object and a parent time line property configured to designate a timeline that is the timing parent of the animation object's timeline;

a set of commands controlling the progression of the animation <u>displayed</u> <u>on a display device</u>; and

a set of events for providing notifications relating to the status of the animation object.

2.   (Currently Amended) The <u>computer-readable medium</u> ~~animation infrastructure~~ of claim 1 further comprising an animation collection object class providing a container for a set of animation objects created from the animation object class, the animation collection object class including an interface supporting designating:

animation collection properties defining:

the set of animation objects within an animation collection object;

a current status of the animation collection object; and

animation collection methods for:

configuring the set of animation objects within the animation collection object; and

retrieving a current animation collection value derived from individual values provided by the set of animation objects.

3.   (Currently Amended) The <u>computer-readable medium</u> ~~animation infrastructure~~ of claim 1 further comprising a key frame object class for specifying a key frame property within an animation object, the key frame object class including:

a set of properties enabling designating:

a key spline;

a key time; and

a value.

4.   (Currently Amended) The computer-readable medium animation infrastructure of claim 3 further comprising a key frame collection object class for specifying a set of key frame objects for specifying a sequence of frames within a timeline for an animation object.

5.   (Currently Amended) The computer-readable medium animation infrastructure of claim 1 wherein a float animation object class provides a time changing floating point value.

6.   (Currently Amended) The computer-readable medium animation infrastructure of claim 1 wherein a double animation object class provides a time-changing double precision floating point value.

7.   (Currently Amended) The computer-readable medium animation infrastructure of claim 1 wherein a rectangle animation object class provides a time-changing top, left position of a defined rectangle.

8.   (Currently Amended) The <u>computer-readable medium</u> ~~animation infrastructure~~ of claim 1 wherein a color animation object class provides a time-changing color value.

9.   (Currently Amended) The <u>computer-readable medium</u> ~~animation infrastructure~~ of claim 1 wherein a Boolean animation class provides a time-changing Boolean value.

10.   (New) The computer-readable medium of claim 1 wherein the process comprises a GetValue method.

11.   (New) A method for supporting timed modification of element property values, the method comprising:

an animation object class, from which an animation object is initiated, providing a time-varying value definition and including an interface supporting designating:

animation behavior properties, the animation behavior properties comprising a base property value, a to property specifying an ending animation value, a from property specifying a starting animation value, and a by property specifying a difference between the ending animation value and the starting animation value wherein, to initiate the animation object, the animation object class use a process that receives the base property value and returns a value based on the process's internal modifier definition computation of a progress value wherein the process comprises a GetValue method;

timing properties, the timing properties comprising a current time property

configured to provide a current local time to a timeline for the animation object

and a parent time line property configured to designate a timeline that is the

timing parent of the animation object's timeline;

a set of commands controlling the progression of the animation displayed

on a display device; and

a set of events for providing notifications relating to the status of the

animation object.

12. (New) The method of claim 11 further comprising an animation collection

object class providing a container for a set of animation objects created from the

animation object class, the animation collection object class including an interface

supporting designating:

animation collection properties defining:

the set of animation objects within an animation collection object;

a current status of the animation collection object; and

animation collection methods for:

configuring the set of animation objects within the animation collection

object; and

retrieving a current animation collection value derived from individual

values provided by the set of animation objects.

13.   (New) The method of claim 11 further comprising a key frame object class for specifying a key frame property within an animation object, the key frame object class including:

a set of properties enabling designating:

a key spline;

a key time; and

a value.

14.   (New) The method of claim 13 further comprising a key frame collection object class for specifying a set of key frame objects for specifying a sequence of frames within a timeline for an animation object.

15.   (New) The method of claim 11 wherein a float animation object class provides a time changing floating point value.

16.   (New) The method of claim 11 wherein a double animation object class provides a time-changing double precision floating point value.

17.   (New) The method of claim 11 wherein a rectangle animation object class provides a time-changing top, left position of a defined rectangle.

18.   (New) The method of claim 11 wherein a color animation object class provides a time-changing color value.

19.   (New) The method of claim 11 wherein a Boolean animation class provides a time-changing Boolean value.

20.   (New) A system for supporting timed modification of element property values, the system comprising:

a memory storage for maintaining a database; and

a processing unit coupled to the memory storage, wherein the processing unit is operative to:

initiate an animation object from an animation object class;

provide a time-varying value definition; and

designate via an interface:

animation behavior properties, the animation behavior properties comprising a base property value, a to property specifying an ending animation value, a from property specifying a starting animation value, and a by property specifying a difference between the ending animation value and the starting animation value wherein, to initiate the animation object, the animation object class use a process that receives the base property value and returns a value based on the process's internal modifier definition computation of a progress value;

timing properties, the timing properties comprising a current time property configured to provide a current local time to a timeline for the animation object and a parent time line property configured to designate a timeline that is the timing parent of the animation object's timeline;

a set of commands controlling the progression of the animation displayed on a display device; and

a set of events for providing notifications relating to the status of the animation object.